

Computing Whole School Curriculum Map 2023-2024

EYFS (Reception)						
	<p>Our Computing scheme for the EYFS is centred around play-based, unplugged (no computer) activities that focus on building children's listening skills, curiosity and creativity and problem solving.</p> <p>Technology in the Early Years can mean:</p> <ul style="list-style-type: none"> • taking a photograph with a camera or tablet • searching for information on the internet • playing games on the interactive whiteboard • exploring an old typewriter or other mechanical toys <ul style="list-style-type: none"> • using a Beebot • watching a video clip • listening to music <p>We aim for the children to develop a familiarity with equipment and vocabulary by allowing children the opportunity to explore technology in this often child-led way. This should then form the basis for giving them a strong start in Key Stage 1 Computing and all that it demands.</p>					
Year 1						
	Term 1		Term 2		Term 3	
Supported by Teachcomputing.org	Computing systems and networks – Technology around us.	Creating media – Digital painting.	Programming A – Moving a robot.	Data and information – Grouping data.	Creating media – Digital writing.	Programming B - Programming animations
Year 2						
	Term 1		Term 2		Term 3	
Supported by Teachcomputing.org	Computing systems and networks – IT around us.	Creating media – Digital photography.	Programming A – Robot algorithms.	Data and information – Pictograms.	Creating media - Digital music.	Programming B - Programming quizzes.
Year 3						
	Term 1		Term 2		Term 3	

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Supported by Teachcomputing.org	Computing systems and networks – Connecting computers.	Creating media - Stop-frame animation.	Programming A - Sequencing sounds.	Data and information – Branching databases	Creating media – Desktop publishing.	Programming B - Events and actions in programs.
	Year 4					
	<i>Term 1</i>		<i>Term 2</i>		<i>Term 3</i>	
Supported by Teachcomputing.org	Computing systems and networks – The Internet.	Programming A – Repetition in shapes.	Creating media – Photo editing.	Creating media - Audio production.	Programming B – Repetition in games.	Data and information – Data logging.
	Year 5					
	<i>Term 1</i>		<i>Term 2</i>		<i>Term 3</i>	
Supported by Teachcomputing.org	Computing systems and networks - Systems and searching	Creating media - Video production	Programming A – Selection in physical computing.	Data and information – Flat-file databases.	Creating media – Introduction to vector graphics.	Programming B – Selection in quizzes.
	Year 6					
	<i>Term 1</i>		<i>Term 2</i>		<i>Term 3</i>	
Supported by Teachcomputing.org	Computing systems and networks - Communication and collaboration.	Creating media – Web page creation.	Programming A – Variables in games.	Data and information – Spreadsheets.	Creating media – 3D Modelling.	Programming B - Sensing movement.
Enrichment Activities						
	<i>Term 1</i>		<i>Term 2</i>		<i>Term 3</i>	

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